Collection and Organization of Facts Surrounding the History of Graphics Hardware

BUC

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Background:

- The CG hardware field is maturing
 - Pioneers are retiring
 - · Records are becoming hard to find
- No comprehensive historical record
- Wikipedia
- Deep-but-narrow enthusiast sites
- Scattering of academic articles, textbook sections and course notes
- Uncollected specification sheets, press releases, buyer guides, industry talks such as Hot3D, news articles and contemporaneous reviews/analysis
- Securities and Exchange Commission archives

Accomplished Tasks:

- · A reliable and open wiki
- Publicly available
- Searchable
- Every fact attributed to a citation
- · Editable through approved accounts
- Shallow but comprehensive coverage of
- All companies
- Year founded, merger and acquisitions, bankruptcies, etc.
- All products/project
- Timeline of companies

- Wrote several company profiles
 - eg. Number Nine, Tseng Labs, 3Dfx
- Wrote product analysis articles
 - eg. 3Dfx Voodoo 1 and Voodoo Banshee



www.graphicshardwarehistory.org

Long Term Goals:

- Extend the database
- Hold technical information about architectures and implementations for all companies
- Identify specific trends and issues and gather in-depth information on exemplar machines
- Concurrency
- Parallelism
- Bandwidth
- Use the database and in-depth research as a basis for rigorous academic historical publications

The Current Team:

- Two undergraduate CS majors
- Senior and Junior
- Faculty Advisor
- Library Liaison



How You Can Help?

- Look at our timeline and suggest corrections (i.e. dates, facts, etc.)
- Donate source material (i.e. manuals, technical documents, etc.)
- Visit our website:
- Suggest modifications via email
- Request an account
- Fill in information gaps (i.e. missing companies, products, history, market information, etc.)
- Correct facts or technical details
- Contribute company profile articles and/or technical product articles

